Cecil College and Moore College of Art & Design

Articulation Agreement- Interactive and Motion Arts Concentration

Cecil College (CC) students who have earned their Associate of Fine Arts (AFA) with Interactive and Motion Arts Concentration degree will enter Moore's Animation and Game Arts Program with junior level standing and transfer of credit under the guidelines below:

- CC Students successfully complete all courses and attain a minimum grade point average of 2.5.

- Students must follow and complete the application procedures as outlined in the Moore College of Art & Design catalog.

- In accordance with Moore College of Art & Design Admissions requirements, a portfolio of artwork must be submitted for review by the Admissions Office. The admissions portfolio must contain between 8 and 12 pieces of artwork as required of all BFA applicants.

- A grade of "C" or better is required for transfer of credit in all courses. In order to transfer with advanced standing, students must complete the recommended course work at CC which parallels Moore programs as outlined.

- Maximum allowable number of transfer credits applied from CC toward the BFA degree at Moore is 76 credits.

- To maintain the agreement the incoming student must have taken 67 credits at CC, even though the Associates degree only requires 60 credits.

- The two Open Electives courses that are required at Moore will be waived due to the extra credit amounts of the required classes at Cecil College.

- CC students will be considered for financial aid and housing on the same basis as other Moore students. Specifically, CC students would be eligible for grant and scholarship money based on their G.P.A. and portfolio on the same basis as Moore students.

Moore College of Art and Design	CR	Cecil College	CR
First Year-Foundation			
FN 105- Design I: Image & Surface	3	ART 101-Fundamentals of Design	3
FN 111- Foundation Drawing I	3	ART 130- Drawing I	3
FN 102- Foundation Design II	3	ART 201- Three-Dimensional Design	3
FN 114- Foundation Drawing II	3	ART 232- Figure Drawing	3
FN 115- Visual Thinking	3	VCP 116 + VCP 117- Digital Imaging I & II	3 (4 at CC)
FN 123- Color Theory	3	ART 140- Painting I	3
AGA 203- 2D Character Design & Animation	3	ART 183- Digital Illustration I	3
Total	**21**	**Total**	**21**
Liberal Arts-Requirements			
AH 111- Convention, Canon, Sign	3	ART 141- Survey of Art History	3
AH 112- Becoming Modern	3	ART 242- Survey of Modern Art History	3
WRIT 101- Writing Workshop I	3	EGL 101- College Composition	3
WRIT 102- Writing Workshop II	3	EGL 102- Composition and Literature	3
HIST 211- Interpreting History	3		
HIST 212- Cultural Collisions & Transformative	3		
AH 215- Modern & Contemporary Art History	3		
AH 3	3		
HU 3	3		
HIST 3	3		
LA 1	3	Math Elective (100 level or above)	3
LA 2	3	PSY 101- Intro to Psych. or SOC 101-Intro to Soc.	3
LA 3	3	Science Elective w/ Lab	3 (4 at CC)
Total	**42**	**Total**	**21**
Major Requirements			
AGA 200- Digital Painting for AGA	3		
AGA 201- Animation & Storyboarding	3		
AGA 202- 3D Environments	3	VCP 218- Intro to 3D Modeling & Animation	3 (4 at CC)
AGA 204-Time-Based Media Projects	3	VCP 210- Video Production	4 (4 at CC)
AGA 300- History of AGA	3		
AGA 301- Game Strategies Studio	3	VCP 151- Intro to Game Design	3 (4 at CC)
AGA 325- 3D Animation	3	VCP 219- 3D Modeling for Real-Time	3 (4 at CC)
AGA 302- Game Projects	3		
AGA 304- Mobile Media Projects	3		
AGA 306- Marketing and Business Development	3		
AGA 303- Intro. Prep./Port. Practices	3		

AGA 401- Senior Studio	6		
AGA 402- Thesis (Portfolio Development)	6		
AGA 404- Contemporary Interactive Culture	3		
AGA 496- Internship	1.5		
AGA 497- Internship	3		
Total	**52.5**	**Total**	**12**
Studio Electives			
ST 1		ART 160- Beginning Ceramics	3
ST 2		ART 293- Professional Portfolio Production	3
ST 3			
Total	6	Total	6
Open Electives			
OP 1		Waived as per agreement	3
OP 2		Waived as per agreement	3
OP 3			
OP 4			
Total	**6**	**Total**	**6**
Total Credits	**127.5**	**Total Credits**	**66**